Blue Max

by Bob Polin

Loading Blue Max

Atari (Cassette)
Turn on computer whilst holding down the START key (START & OPTION on XL models). A beep will be heard. Press PLAY on the cassette unit and then press RETURN. Program will load and run automatically.

Atari (Disk)
Insert disk and then turn on computer (on XL models hold down OPTION key whilst turning on). The program will load and run automatically.

Commodore 64 (cassette)
Press SHIFT and RUN/STOP key simultaneously. Press PLAY on cassette unit and program will load and run automatically.

Commodore 64 (disk)
Insert disk in drive and type LOAD "*",8,1 and then press RETURN. Program will load and run automatically.

Joystick
On Commodore 64 connect your joystick to Port #2.
On Atari connect your joystick to Port #1.

PLAY INSTRUCTIONS

OBJECTIVE

You are Max Chatsworth! Known by your mates as "the Blue Max" you wear the very name of the medal given by the Axis powers to shoot down your plane! Now, you must earn the title! To be successful you must make a final assault on three specially marked targets within the city. You have only one aircraft and very little time to accomplish this most difficult of missions.

TAKEOFF

Press (START or F7) on the computer console. Your plane will automatically taxi. When the speed reaches 100 miles per hour, press **forward** on the joystick. Your plane will lift off the runway and you may proceed with your mission at your desired altitude. Subsequent takeoffs will begin automatically when repairs have been made, or you can abort repairs with a press of the joystick button. Again your speed must be at least 100 mph to successfully lift off.

TARGETS

These include all bridges, buildings, enemy planes, tanks, anti-aircraft batteries, vehicles, and ships. From time to time some targets will be specially marked as follows:

- Buildings and bridges with flashing red-white bullseye
- Flashing blue enemy planes
- Flashing blue cars
- Red ships

These are primary targets and a certain number must be destroyed in order to gain entry to the next level.

STRAFING

Air-to-ground strafing can be accomplished by reducing your altitude to 21-25 feet, (the command bar will show a steady brown color) and pressing your fire button. Left and right movement will improve strafing results. Attempting to bomb will most likely cause a crash.

BOMBING

Bombing is accomplished by pressing the fire button and pulling back on the joystick. You will descend during a bombing run, so be sure that your aircraft is high enough.

LANDING

When a friendly runway approaches, a tone will be heard and a green "R" will appear on the command bar. Press the fire button to lower the landing gear, and the "R" will change to "L". When you are over the runway, descend and land. Repair work will begin automatically and you can watch progress on your command bar. If you wish to abort the repair work, press the fire button. As with all takeoffs, your speed must reach 100 mph before liftoff.

CONTROL DISPLAY

F = Fuel left **B** = Bombs left **ALT** = Altitude
SPD = Speed
W = Wind Factor **P** = enemy plane approaching
Red asterisk (top of command bar) = Enemy plane above
Runway "R" or Land gear "L" flashing = Must land (enemy city approaching.

DAMAGE DISPLAY

Anti-aircraft fire as well as enemy planes can damage your aircraft. When hit, the command bar runs red briefly. Damage is shown along the top right of the command bar as follows:

F = Fuel leak **B** = Bomb gear damaged (intermittent bombing)
M = Decreased maneuverability
G = Machine gun damage (intermittent firing)

When all the above are lit, the next anti-aircraft hit causes a crash.

COMMAND BAR COLORS

Red = hit by enemy gun or anti-aircraft.
Blue = at same altitude as enemy plane − can now be destroyed.
Brown = strafing altitude.
Flashing Yellow = flying too low − a crash is imminent!
Flashing Green = mission complete!! − and land and receive award.

OPTIONS

Press (OPTION or F3) for option menu. Press (OPTION or F3) again to move the asterisk to your choice. Press (SELECT or F5) to change your selection, and (START or F7) to start the game.

Normal CTRL = push joystick forward to climb, back to descend.
Reverse CTRL = pull back to climb, push forward to descend.
Gravity = plane will drop when joystick is released.
No Gravity = plane will not drop when joystick is released.

PAUSE

Press the space bar to pause the game. There is no time penalty for pausing the game.

HINTS FOR BETTER PLAY

1. Choose which joystick direction suits you best. Most aircraft are actually flown using Reverse Control.

2. Climb slightly just prior to releasing a bomb. Bombing causes you to drop in altitude.

3. At higher altitudes you need to lead your target a bit more. Use your shadow as a general benchmark.

4. Don't excite the Axis Powers!! They anger easily and may come after you in greater numbers.

5. Stay airborne. Crashing shortens game play.

NOVA LOAD

FAST CASSETTE LOAD FOR COMMODORE 64